

CLERIC DOMAIN

At 1st level, a cleric gains the Divine Domain feature. The following Dragon Domain option is available to a cleric, in addition to those normally offered.

DRAGON DOMAIN

Dragons are an awesome force in the world, and as such, demand worship. Those who succumb to their whims are sometimes blessed with powers drawn from their draconic might. These dragon priests are often arrogant, stubborn bullies with quick tempers and a tendency towards megalomania.

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Dragon Domain Spells table. See the Divine Domain class feature for how domain spells work.

DRAGON DOMAIN SPELLS

Cleric Level Spells

1st	<i>chromatic orb, comprehend languages</i>
3rd	<i>gust of wind, see invisibility</i>
5th	<i>hypnotic pattern, tongues</i>
7th	<i>compulsion, polymorph</i>
9th	<i>dominate person, geas</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with heavy armor. In addition, you can speak Draconic.

DRAGON PRIEST

At 1st level, you select a dragon type that allows you to make a special attack. Choose your dragon type: black, blue, green, red, or white. Your special attack depends on the chosen dragon type, as detailed below. You can change your dragon type whenever you gain a level in this class.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Black. You can use your bonus action to force a creature within 30 feet of you to make a Dexterity saving throw. The creature takes 3d6 acid damage on a failed saving throw, and half as much damage on a successful one.

Blue. As a bonus action, you can create an electric field that extends 10 feet all around you that lasts until the start of your next turn. Any creatures that enter or start their turn in the field must succeed on a Dexterity saving throw, taking 2d6 lightning damage on a failed save.

Green. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to exhale a plume of poisonous gas, forcing the creature to make a Constitution saving throw. The creature takes 1d12 poison damage and is poisoned until the end of its next turn on a failed saving throw, and half as much damage and isn't poisoned on a successful one.

Red. You learn the *fire bolt* cantrip if you don't already know it, plus you can cast it as a bonus action on each of your turns

White. As a bonus action, you can hurl a ball of ice at one creature that you can see within 30 feet of you. Make a ranged spell attack. On a hit, you deal 2d8 cold damage and the creature's movement speed is halved until the end of its next turn.

CHANNEL DIVINITY: DRAGONIC PRESENCE

Starting at 2nd level, you can use your Channel Divinity to induce fear in your enemies.

As an action, you present your holy symbol. Each hostile creature within 30 feet of you must succeed on a Wisdom saving throw or become frightened for 1 minute. A creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

DRAGON SOUL

Starting at 6th level, your connection to your dragon grants you special abilities based on the type of dragon you chose at 1st level:

Black. You gain resistance to acid damage. In addition, you can breathe underwater and gain a swim speed equal to your current walking speed.

Blue. You gain resistance to lightning damage. In addition, you gain a burrow speed equal to your current walking speed.

Green. You gain resistance to poison damage and the poisoned condition. You also have proficiency with the Deception skill. If you already have proficiency with the Deception skill, you can add your proficiency bonus twice to your ability checks that use Deception.

Red. You gain resistance to fire damage. In addition, you gain a climb speed equal to your current walking speed.

White. You gain resistance to cold damage and you can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost you extra movement.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage. The damage type is the same as the damage type you gained resistance to at 6th level.

DRAGONIC CHAMPION

At 17th level, your draconic deity blesses you with special powers related to the dragon type you selected at first level:

- You gain immunity to the same type of damage you gained resistance to at 6th level.
- You gain a fly speed equal to your current walking speed.

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